Claims:

1. (**Currently Amended**) A ~~computer program stored on a~~ tangible computer-readable storage medium storing instructions for selecting a renderer, the ~~computer program operable to cause data processing apparatus to perform operations comprising~~ instructions operable when executed to:

~~receiving~~ receive a client identifier string that identifies a client;

~~comparing~~ compare the client identifier string with each of one or more client templates, each client template being associated with a renderer in a plurality of renderers;

~~generating~~ generate a score for each comparison, the score reflecting the similarity between the client identifier string and the client template, wherein each score is generated by computing a number of matching characters in the client template divided by a number of characters in the client identifier string, and

~~selecting~~ select, based on the score, a renderer from the plurality of renderers for use in communication with the client.

2. (**Currently Amended**) The ~~program~~ storage medium of claim 1, wherein the score is one of at least three different possible scores.

3. (Cancelled)

4. (**Currently Amended**) The ~~program~~ storage medium of claim 1, wherein the renderer is selected based on the highest generated score.

5. (**Currently Amended**) The ~~program~~ storage medium of claim 1, wherein the renderer is selected based on the first generated score that meets or exceeds a minimum score.

6. (**Currently Amended**) The ~~program~~ storage medium of claim 1, wherein the renderer is selected based on the first generated score that meets the maximum score.

7. **(Currently Amended)** The ~~program~~ storage medium of claim 1, wherein the client identifier string is a user agent identifier that identifies a Web browser running on the client.

8. (**Currently Amended**) A computer implemented method for selecting a renderer, the method comprising:

receiving a client identifier string that identifies a client;

comparing the client identifier string with each of one or more client templates, each client template being associated with a renderer in a plurality of renderers;

generating a score for each comparison, the score reflecting the similarity between the client identifier string and the client template, wherein each score is generated by computing a number of matching characters in the client template divided by a number of characters in the client identifier string, and

selecting, based on the score, a renderer from the plurality of renderers for use in communication with the client.

9. (Original) The method of claim 8, wherein the score is one of at least three different possible scores.

10. (Cancelled)

11. (Original) The method of claim 8, wherein the renderer is selected based on the highest generated score.

12. (Previously Presented) The method of claim 8, wherein the renderer is selected based on the first generated score that meets or exceeds a minimum score.

13. (Previously Presented) The method of claim 8, wherein the renderer is selected based on the first generated score that meets the maximum score.

14. (Previously Presented) The method of claim 8, wherein the client identifier string is a user agent identifier that identifies a Web browser running on the client.

15. (Previously Presented) An apparatus for selecting a renderer, the apparatus comprising:

means for receiving a client identifier string that identifies a client;

means for comparing the client identifier string with each of one or more client templates, each client template being associated with a renderer in a plurality of renderers;

means for generating a score for each comparison, the score reflecting the similarity between the client identifier string and the client template, wherein the means for generating each score includes means for generating each score by computing a number of matching characters in the client template divided by a number of characters in the client identifier string, and

means for selecting, based on the score, a renderer from the plurality of renderers for use in communication with the client.

16. (Original) The apparatus of 15, wherein the score is one of at least three different possible scores.

17. (Cancelled)

18. (Original) The apparatus of 15, wherein the renderer is selected based on the highest generated score.

19. (Previously Presented) The apparatus of 15, wherein the renderer is selected based on the first generated score that meets or exceeds a minimum score.

20. (Previously Presented) The apparatus of 15, wherein the renderer is selected based on the first generated score that meets the maximum score.